Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1 1. (currently amended) A method of efficiently transmitting media information
2 associated with two or more concurrent calls carried in a packet-switched network, the
3 method comprising the computer-implemented steps of:
4 aggregating two or more media packets from the two or more concurrent calls
5 originating from one or more source end points into an aggregated media
6 payload;
7 re-packetizing the aggregated media payload using a single aggregated header to form
8 an aggregated media packet;
9 forwarding the aggregated media packet to a next hop in the packet-switched network
10 in response to either one of
11 (a) a timer reaching a non-zero maximum allowed delay time value, or
12 (b) the aggregated media packet containing a specified number of Real-Time
13 Protocol segments, wherein the specified number is variable according
14 to user input.

1 2. (original) The method of Claim 1, further comprising de-aggregating the aggregated
2 media payload for one or more destination endpoints by separating the aggregated
3 media payload to result in creating and sending restored copies of the two or more
4 media packets, wherein each media packet corresponds to one of the two or more
5 concurrent calls.

1   3.   (original) The method of Claim 1, wherein aggregating the two or more media packets

2   comprises compressing one or more headers of each media packet.

1   4.   (original) The method of Claim 1, wherein the two or more media packets are Real-

2   Time Protocol (RTP) packets.

1   5.   (original) The method of Claim 4, wherein the step of aggregating two or more media

2   packets further comprises the steps of:

3   compressing an IP header and a UDP header of each RTP packet to form a

4   corresponding uncompressed RTP segment; and

5   encapsulating the two or more uncompressed RTP segments with the single

6   aggregated header.

1   6.   (original) The method of Claim 4, wherein the step of aggregating two or more media

2   packets further comprises the steps of:

3   compressing an IP header, a UDP header, and an RTP header of each RTP packet to

4   form a corresponding compressed RTP segment; and

5   encapsulating the two or more compressed RTP segments with the single aggregated

6   header.

1   7.   (currently amended) The method of Claim 1, wherein the step of aggregating the two

2   or more media packets further comprises forming the aggregated media payload

3   according to an aggregation protocol ~~that has a reduced sensitivity to media packet~~

4   ~~loss~~ for aggregating the two or more media packets.

1   8.   (original) The method of Claim 7, wherein the aggregation protocol comprises

2   forming the aggregated media payload based on an aggregated media packet format

3   for each aggregated media packet wherein the aggregated media packet format

4   comprises a version field indicating a version of the aggregation protocol.

1   9.   (original) The method of Claim 7, wherein the aggregation protocol comprises

2   forming the aggregated media payload based on an aggregated media packet format

3   for each aggregated media packet wherein the aggregated media packet format

4   comprises a placeholder field that reserves packet space for future use.

1   10.   (original) The method of Claim 7, wherein the aggregation protocol comprises

2   forming the aggregated media payload based on an aggregated media packet format

3   for each aggregated media packet wherein the aggregated media packet format

4   comprises a sequence number field that is incremented for each aggregated media

5   packet and is used to detect media packet loss.

1   11.   (original) The method of Claim 7, wherein the aggregation protocol comprises

2   forming the aggregated media payload based on an aggregated media packet format

3   for each aggregated media packet wherein the aggregated media packet format

4   comprises a trunk ID field that uniquely identifies a corresponding trunk.

1   12.   (original) The method of Claim 7, wherein the aggregation protocol further comprises

2   forming the aggregated media payload based on an uncompressed Real-Time Protocol

3   segment format for each uncompressed Real-Time Protocol segment of the two or

4   more media packets that comprises a context ID field indicating a session context ID

5   for the uncompressed Real-Time Protocol segment.

1   13.   (original) The method of Claim 7, wherein the aggregation protocol further comprises

2   forming the aggregated media payload based on an uncompressed Real-Time Protocol

3   segment format for each uncompressed Real-Time Protocol segment of the two or

4   more media packets that comprises a compression bit indicating whether the

5   uncompressed Real-Time Protocol segment is uncompressed.

1   14.   (original) The method of Claim 7, wherein the aggregation protocol further comprises

2   forming the aggregated media payload based on an uncompressed Real-Time Protocol

3   segment format for each uncompressed Real-Time Protocol segment of the two or

4   more media packets that comprises a placeholder field for future use.

1   15.   (currently amended) ~~The method of Claim 7~~, <u>A method of efficiently transmitting</u>

2   <u>media information associated with two or more concurrent calls carried in a packet-</u>

3   <u>switched network, the method comprising the computer-implemented steps of:</u>

4   <u>aggregating, according to an aggregation protocol, two or more media packets from</u>

5   <u>the two or more concurrent calls originating from one or more source end</u>

6   <u>points into an aggregated media payload;</u>

7   <u>re-packetizing the aggregated media payload using a single aggregated header to form</u>

8   <u>an aggregated media packet;</u>

9   <u>forwarding the aggregated media packet to a next hop in the packet-switched network;</u>

10   wherein the aggregation protocol further comprises forming the aggregated media

11   payload based on an uncompressed Real-Time Protocol segment format for

12   each uncompressed Real-Time Protocol segment of the two or more media

13   packets that comprises a Real-Time Protocol header extension bit indicating

14   whether a Real-Time Protocol header extension appears in the uncompressed

15   Real-Time Protocol segment.

1 16. (original) The method of Claim 7, wherein the aggregation protocol further comprises

2   forming the aggregated media payload based on an uncompressed Real-Time Protocol

3   segment format for each uncompressed Real-Time Protocol segment of the two or

4   more media packets that includes a full length field containing a length of a Real-

5   Time Protocol packet that corresponds to the uncompressed Real-Time Protocol

6   segment.

1 17. (original) The method of Claim 7, wherein the aggregation protocol further comprises

2   forming the aggregated media payload based on an uncompressed Real-Time Protocol

3   segment format for each uncompressed Real-Time Protocol segment of the two or

4   more media packets that comprises a Real-Time Protocol payload and a Real-Time

5   Protocol header corresponding to a Real-Time Protocol packet that in turn

6   corresponds to the uncompressed Real-Time Protocol segment.

1 18. (original) The method of Claim 7, wherein the aggregation protocol further comprises

2   forming the aggregated media payload based on an uncompressed Real-Time Protocol

3   segment format for each uncompressed Real-Time Protocol segment of the two or

4   more media packets that comprises a padding field that aligns an end of the

5   uncompressed Real-Time Protocol segment with a next four-byte boundary.

1 19. (original) The method of Claim 7, wherein the aggregation protocol further comprises

2   forming the aggregated media payload based on a compressed Real-Time Protocol

3   segment format for each compressed Real-Time Protocol segment of the two or more

4   media packets that comprises a context ID field indicating a session context ID for the

5   compressed Real-Time Protocol segment.

1   20.   (original) The method of Claim 7, wherein the aggregation protocol further comprises

2   forming the aggregated media payload based on a compressed Real-Time Protocol

3   segment format for each compressed Real-Time Protocol segment of the two or more

4   media packets that comprises a compression bit indicating whether the Real-Time

5   Protocol segment is compressed.

1   21.   (currently amended) ~~The method of Claim 7~~, A method of efficiently transmitting

2   media information associated with two or more concurrent calls carried in a packet-

3   switched network, the method comprising the computer-implemented steps of:

4   aggregating, according to an aggregation protocol, two or more media packets from

5   the two or more concurrent calls originating from one or more source end

6   points into an aggregated media payload;

7   re-packetizing the aggregated media payload using a single aggregated header to form

8   an aggregated media packet;

9   forwarding the aggregated media packet to a next hop in the packet-switched network;

10   wherein the aggregation protocol further comprises forming the aggregated media

11   payload based on a compressed Real-Time Protocol segment format for each

12   compressed Real-Time Protocol segment of the two or more media packets

13   that comprises a Real-Time Protocol header extension bit indicating whether a

14   Real-Time Protocol header extension appears in the compressed Real-Time

15   Protocol segment.

1 22. (original) The method of Claim 7, wherein the aggregation protocol further comprises

2   forming the aggregated media payload based on a compressed Real-Time Protocol

3   segment format for each compressed Real-Time Protocol segment of the two or more

4   media packets that comprises a Real-Time Protocol header marker bit.

1 23. (original) The method of Claim 7, wherein the aggregation protocol further comprises

2   forming the aggregated media payload based on a compressed Real-Time Protocol

3   segment format for each compressed Real-Time Protocol segment of the two or more

4   media packets that comprises a length field containing a length of a Real-Time

5   Protocol payload of a Real-Time Protocol packet of the compressed Real-Time

6   Protocol segment.

1 24. (original) The method of Claim 7, wherein the aggregation protocol further comprises

2   forming the aggregated media payload based on a compressed Real-Time Protocol

3   segment format for each compressed Real-Time Protocol segment of the two or more

4   media packets that comprises a sequence number field carrying a Real-Time Protocol

5   header sequence number.

1 25. (original) The method of Claim 7, wherein the aggregation protocol further comprises

2   forming the aggregated media payload based on a compressed Real-Time Protocol

3   segment format for each compressed Real-Time Protocol segment wherein the

4   compressed Real-Time Protocol segment format comprises a timestamp field carrying

5   a Real-Time Protocol header timestamp.

1   26.   (original) The method of Claim 7, wherein the aggregation protocol further comprises

2   forming the aggregated media payload based on a compressed Real-Time Protocol

3   segment format for each compressed Real-Time Protocol segment of the two or more

4   media packets that comprises a Real-Time Protocol payload of a Real-Time Protocol

5   packet that corresponds to the compressed Real-Time Protocol segment.

1   27.   (original) The method of Claim 7, wherein the aggregation protocol further comprises

2   forming the aggregated media payload based on a compressed Real-Time Protocol

3   segment format for each compressed Real-Time Protocol segment of the two or more

4   media packets that comprises a padding field that aligns an end of the compressed

5   Real-Time Protocol segment with a next boundary.

1   28.   (original) The method of Claim 1, wherein the two or more media packets are

2   received while traversing a common sub-route.

1   29.   (canceled)

1   30.   (canceled)

1   31.   (currently amended) ~~The method of Claim 1,~~ A method of efficiently transmitting

2   media information associated with two or more concurrent calls carried in a packet-

3   switched network, the method comprising the computer-implemented steps of:

4   aggregating two or more media packets from the two or more concurrent calls

5   originating from one or more source end points into an aggregated media

6   payload;

7   re-packetizing the aggregated media payload using a single aggregated header to form

8   an aggregated media packet;

9   forwarding the aggregated media packet to a next hop in the packet-switched network

10   ~~further comprising transmitting the aggregated media packet~~ when a non-zero

11   maximum allowed delay time value is reached.

1· 32. (currently amended) The method of Claim 1, further comprising:

2   using ~~a~~ the maximum allowed delay time value for ~~transmitting~~ forwarding the

3   aggregated media packet;

4   starting a count down for the maximum allowed delay time value when a first media

5   packet arrives for aggregation; and

6   aggregating subsequent media packets that arrive before the maximum allowed delay

7   time value is reached.

1   33. (currently amended) An apparatus for transmitting media information associated with

2   two or more concurrent calls carried in a packet-switched network, the apparatus

3   comprising:

4   means for aggregating two or more media packets from one or more source endpoints

5   into an aggregated media payload;

6   means for re-packetizing the aggregated media payload using a single aggregated

7   header to form an aggregated media packet; and

8   means for forwarding the aggregated media packet to a next hop in the packet-

9   switched network in response to either one of

10   (a) a timer reaching a non-zero maximum allowed delay time value, or

11   (b) the aggregated media packet containing a specified number of Real-Time

12   Protocol segments, wherein the specified number is variable according

13   to user input.

1   34.   (currently amended) An apparatus for transmitting media information associated with

2   two or more concurrent calls carried in a packet-switched network, the apparatus

3   comprising:

4   one or more processors coupled to an aggregator for aggregating two or more media

5   packets into an aggregated media packet;

6   a memory accessible to the one or more processors; and

7   one or more sequences of instructions stored in the memory which, when executed by

8   the one or more processors, cause the one or more processors to carry out the

9   steps of:

10   aggregating two or more media packets from one or more source endpoints

11   into an aggregated media payload; and

12   re-packetizing the aggregated media payload using a single aggregated header

13   to form the aggregated media packet; and

14   forwarding the aggregated media packet to a next hop in the packet-switched

15   network in response to either one of

16   (a) a timer reaching a non-zero maximum allowed delay time value, or

17   (b) the aggregated media packet containing a specified number of Real-

18   Time Protocol segments, wherein the specified number is

19   variable according to user input.

1   35.   (currently amended) A computer-readable medium comprising one or more sequences of

2   instructions for efficiently transmitting media information associated with two or more

3   concurrent calls carried in a packet-switched network, which the sequences of

4   instructions, when executed by one or more processors, cause the one or more

5   processors to carry out the steps of:

6   aggregating two or more media packets from the two or more concurrent calls

7   originating from one or more source end points into an aggregated media

8   payload;

9   re-packetizing the aggregated media payload using a single aggregated header to form an

10   aggregated media packet;

11   forwarding the aggregated media packet to a next hop in the packet-switched network in

12   response to either one of

13   (a) a timer reaching a non-zero maximum allowed delay time value, or

14   (b) the aggregated media packet containing a specified number of Real-Time

15   Protocol segments, wherein the specified number is variable according to

16   user input.